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1 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos

August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  [pdf\(18.15 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 35, Downloads (12 Months): 984, Citation Count: 0

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed ...

2 Real-time volume graphics

Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama,

Daniel Weiskopf

August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  [pdf\(7.63 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 59, Downloads (12 Months): 548, Citation Count: 0

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques ...

3 Human face project

Walter Hyenman, Hiroki Itokazu, Lance Williams, Xinmin Zhao

July 2005 SIGGRAPH '05: ACM SIGGRAPH 2005 Courses

Publisher: ACM

Full text available:  [pdf\(597.78 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 15, Downloads (12 Months): 200, Citation Count: 0

"The Human Face Project" is a short film documenting an effort at Walt Disney Feature Animation to track and animate human facial performance, which was shown in the SIGGRAPH 2001 Electronic Theater. This short paper outlines the techniques developed ...

Keywords: 3D facial animation, model-based coding, optical flow, optimization, visual servo

4 Realistic modeling for facial animation

Yuencheng Lee, Demetri Terzopoulos, Keith Walters

September 1995 SIGGRAPH '95: Proceedings of the 22nd annual conference on Computer graphics and interactive techniques

Publisher: ACM

Full text available:  [pdf\(681.19 KB\)](#)  [ps\(4.37 MB\)](#) Additional Information: [full citation](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 281, Citation Count: 105

Keywords: RGB/Range scanners, discrete deformable models, facial animation, feature-based facial adaptation, physics-based facial modeling, texture mapping

5 Facial animation in a nutshell: past, present and future

Mauricio Radovan, Laurette Pretorius

October 2006 SAI CSIT '06: Proceedings of the 2006 annual research conference of the South African Institute of computer scientists and information technologists on IT research in developing countries

Publisher: South African Institute for Computer Scientists and Information Technologists

Full text available:  [pdf\(153.72 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 19, Downloads (12 Months): 327, Citation Count: 0

During its almost forty years of existence, facial animation has seen a host of technologies being invented, then fading into obsolescence. The modelling and animation methods have mostly been dictated by the available hardware, which greatly evolved ...

Keywords: HCI, animation, computer graphics

6 Least squares conformal maps for automatic texture atlas generation

Bruno Lévy, Sylvain Petitjean, Nicolas Ray, Jérôme Maillot

July 2002 ACM Transactions on Graphics (TOG), Volume 21 Issue 3

Publisher: ACM

Full text available:  [pdf\(8.23 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 28, Downloads (12 Months): 211, Citation Count: 84

A Texture Atlas is an efficient color representation for 3D Paint Systems. The model to be textured is decomposed into charts homeomorphic to discs, each chart is parameterized, and the unfolded charts are packed in texture space. Existing texture atlas ...

Keywords: paint systems, polygonal modeling, texture mapping

7 Least squares conformal maps for automatic texture atlas generation Bruno Lévy, Sylvain Petitjean, Nicolas Ray, Jérôme Maillot

July 2002 SIGGRAPH '02: Proceedings of the 29th annual conference on Computer graphics and interactive techniques

Publisher: ACM

Full text available:  pdf(8.23 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),[index terms](#)

Bibliometrics: Downloads (6 Weeks): 28, Downloads (12 Months): 211, Citation Count: 84

A Texture Atlas is an efficient color representation for 3D Paint Systems. The model to be textured is decomposed into charts homeomorphic to discs, each chart is parameterized, and the unfolded charts are packed in texture space. Existing texture atlas ...

Keywords: paint systems, polygonal modeling, texture mapping**8 Embedded deformation for shape manipulation** Robert W. Sumner, Johannes Schmid, Mark Pauly

July 2007 ACM Transactions on Graphics (TOG), Volume 26 Issue 3

Publisher: ACM

Full text available:  pdf(25.48 MB)  mov(25:34 MIN)Additional Information: [full citation](#), [abstract](#),[references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 34, Downloads (12 Months): 304, Citation Count: 0

We present an algorithm that generates natural and intuitive deformations via direct manipulation for a wide range of shape representations and editing scenarios. Our method builds a space deformation represented by a collection of affine transformations ...

Keywords: deformation, geometric modeling, shape editing**9 Embedded deformation for shape manipulation** Robert W. Sumner, Johannes Schmid, Mark Pauly

August 2007 SIGGRAPH '07: ACM SIGGRAPH 2007 papers

Publisher: ACM

Full text available:  pdf(25.48 MB)  mov(26:34 MIN)Additional Information: [full citation](#), [abstract](#),[references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 34, Downloads (12 Months): 304, Citation Count: 0

We present an algorithm that generates natural and intuitive deformations via direct manipulation for a wide range of shape representations and editing scenarios. Our method builds a space deformation represented by a collection of affine transformations ...

Keywords: deformation, geometric modeling, shape editing**10 Geometry compression** Michael Deering

September 1995 SIGGRAPH '95: Proceedings of the 22nd annual conference on Computer graphics and interactive techniques

Publisher: ACM

Full text available:  pdf(156.94 KB)  ps(5.44 MB)Additional Information: [full citation](#), [references](#),[cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 175, Citation Count: 122

Keywords: 3D graphics hardware, compression, geometry compression

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 Gabriel Mañana, Fabio González, Eduardo Romero
June 2005 GECCO '05: Proceedings of the 2005 workshops on Genetic and evolutionary computation

Publisher: ACM

Full text available:  [pdf\(739.75 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [Index terms](#)

Bibliometrics: Downloads (6 Weeks): 1, Downloads (12 Months): 35, Citation Count: 0

Digital subtraction is a promising technique used in radiographic studies of periapical lesions and other dental disorders for which the treatment must be evaluated over time. This paper presents a fast and reliable automated image registration method ...

Keywords: distributed computing, genetic algorithms, image registration

22 [Efficient Point-Based Isosurface Exploration Using the Span-Triangle](#)

Bartosz von Rydon-Lipinski, Nils Hanssen, Thomas Jansen, Lutz Ritter, Erwin Keeve
October 2004 VIS '04: Proceedings of the conference on Visualization '04

Publisher: IEEE Computer Society

Full text available:  [pdf\(5.60 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Bibliometrics: Downloads (6 Weeks): 11, Downloads (12 Months): 41, Citation Count: 0

We introduce a novel span-triangle data structure, based on the span-space representation for isosurfaces. It stores all necessary cell information for dynamic manipulation of the isovalue in an efficient way. We have found that using our data structure ...

Keywords: Point-Based Visualization, Isosurfaces, Hardware Acceleration, Large Data Set Visualization, Visualization in Medicine

23 [Facial modeling and animation](#)

 Jörg Haber, Demetri Terzopoulos
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available:  [pdf\(16.15 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): 35, Downloads (12 Months): 984, Citation Count: 0

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed ...

24 Learning Domain Ontologies from Document Warehouses and Dedicated Web Sites

Roberto Navigli, Paola Velardi

June 2004 *Computational Linguistics*, Volume 30 Issue 2

Publisher: MIT Press

Full text available:  [pdf\(841.16 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 39, Downloads (12 Months): 228, Citation Count: 11

We present a method and a tool, OntoLearn, aimed at the extraction of domain ontologies from Web sites, and more generally from documents shared among the members of virtual organizations. OntoLearn first extracts a domain terminology from available ...

25 Reanimating the dead: reconstruction of expressive faces from skull data

 Kolja Kähler, Jörg Haber, Hans-Peter Seidel

July 2003 *SI GGGRAPH '03: ACM SIGGRAPH 2003 Papers*

Publisher: ACM

Full text available:  [pdf\(7.35 MB\)](#)  [mov\(26:26 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 28, Downloads (12 Months): 253, Citation Count: 4

Facial reconstruction for postmortem identification of humans from their skeletal remains is a challenging and fascinating part of forensic art. The former look of a face can be approximated by predicting and modeling the layers of tissue on the skull. ...

Keywords: face reconstruction, facial modeling, forensic art

26 Reanimating the dead: reconstruction of expressive faces from skull data

 Kolja Kähler, Jörg Haber, Hans-Peter Seidel

July 2003 *ACM Transactions on Graphics (TOG)*, Volume 22 Issue 3

Publisher: ACM

Full text available:  [pdf\(7.35 MB\)](#)  [mov\(26:26 MIN\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 28, Downloads (12 Months): 253, Citation Count: 4

Facial reconstruction for postmortem identification of humans from their skeletal remains is a challenging and fascinating part of forensic art. The former look of a face can be approximated by predicting and modeling the layers of tissue on the skull. ...

Keywords: face reconstruction, facial modeling, forensic art

27 The use of dynamic contexts to improve casual internet searching

Gondy Leroy, Ann M. Lally, Hsinchun Chen

July 2003 ACM Transactions on Information Systems (TOIS), Volume 21 Issue 3
Publisher: ACM

Full text available:  [pdf\(251.61 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),

[index terms](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 95, Citation Count: 3

Research has shown that most users' online information searches are suboptimal. Query optimization based on a relevance feedback or genetic algorithm using dynamic query contexts can help casual users search the Internet. These algorithms can draw on ...

Keywords: Information retrieval, Internet, automatic query expansion, genetic algorithm, implicit user feedback, personalization, relevance feedback

28 Loops in reeb graphs of 2-manifolds

Gord Cole-McLaughlin, Herbert Edelsbrunner, John Harer, Vijay Natarajan, Valerio Pascucci

June 2003 SCG '03: Proceedings of the nineteenth annual symposium on Computational geometry

Publisher: ACM

Full text available:  [pdf\(320.67 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),

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Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 33, Citation Count: 2

Given a Morse function f over a 2-manifold with or without boundary, the Reeb graph is obtained by contracting the connected components of the level sets to points. We prove tight upper and lower bounds on the number of loops in the Reeb graph that depend ...

Keywords: 2-manifolds, Morse functions, Reeb graphs, algorithms, computational topology, level sets, loops

29 A prototype automated dental identification system (ADIS)

Diaa Eldin M. Nassar, Hany H. Ammar

May 2003 dg.o '03: Proceedings of the 2003 annual national conference on Digital government research

Publisher: Digital Government Research Center

Full text available:  [pdf\(77.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Bibliometrics: Downloads (6 Weeks): 0, Downloads (12 Months): 16, Citation Count: 1

In this demonstration we present an early version prototype of an automated system for postmortem identification based on dental radiograph comparison. We overview the structure of the proposed automated dental identification system (ADIS) prototype ...

Keywords: ADIS, image matching, postmortem identification

30 A framework for facial surgery simulation

 R. M. Koch, S. H. M. Roth, M. H. Gross, A. P. Zimmermann, H. F. Sailer
April 2002 SCGG '02: Proceedings of the 18th spring conference on Computer graphics
Publisher: ACM
Full text available:  [pdf \(1.51 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [Index terms](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 69, Citation Count: 0

The accurate prediction of the post-surgical facial shape is of paramount importance for surgical planning in facial surgery. In this paper we present a framework for facial surgery simulation which is based on volumetric finite element modeling. We ...

Keywords: data reconstruction, facial modeling, facial surgery simulation, finite element method

31 Permission grids: practical, error-bounded simplification

 Steve Zelinka, Michael Garland
April 2002 ACM Transactions on Graphics (TOG), Volume 21 Issue 2
Publisher: ACM
Full text available:  [pdf \(2.53 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 5, Downloads (12 Months): 47, Citation Count: 3

We introduce the *permission grid*, a spatial occupancy grid which can be used to guide almost any standard polygonal surface simplification algorithm into generating an approximation with a guaranteed geometric error bound. In particular, all points ...

Keywords: Error bounds, level of detail, surface simplification

32 Reconstructing occlusal surfaces of teeth using a genetic algorithm with simulated annealing type selection

 Vladimir Savchenko, Lothar Schmitt
May 2001 SMA '01: Proceedings of the sixth ACM symposium on Solid modeling and applications
Publisher: ACM
Full text available:  [pdf \(708.02 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 3, Downloads (12 Months): 71, Citation Count: 1

In this paper, we present an application of numerical optimization for surface reconstruction (more precisely: reconstruction of missing parts of a real geometric object represented by volume data) by employing a specially designed genetic algorithm ...

Keywords: computer-aided restoration design, constructive solid geometry, genetic algorithm, simulated annealing, space mapping, surface reconstruction, volume modeling

33 Realistic modeling for facial animation

 Yuchen Lee, Demetri Terzopoulos, Keith Walters
September 1995 SIGGRAPH '95: Proceedings of the 22nd annual conference on Computer graphics and interactive techniques
Publisher: ACM

Full text available:  [pdf\(681.19 KB\)](#)  [ps\(4.37 MB\)](#)

Additional Information: [full citation](#), [references](#),
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Bibliometrics: Downloads (6 Weeks): 22, Downloads (12 Months): 281, Citation Count: 105

Keywords: RGB/Range scanners, discrete deformable models, facial animation, feature-based facial adaptation, physics-based facial modeling, texture mapping

34 [A testbed for characterizing dynamic response of virtual environment spatial sensors](#)

 Bernard D. Adelstein, Eric R. Johnston, Stephen R. Ellis

December 1992 UIST '92: Proceedings of the 5th annual ACM symposium on User interface software and technology

Publisher: ACM

Full text available:  [pdf\(959.63 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#),
[index terms](#)

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 14, Citation Count: 6

This paper describes a testbed and method for characterizing the dynamic response of the type of spatial displacement transducers commonly used in virtual environment (VE) applications. The testbed consists of a motorized rotary swing arm that imparts ...

Keywords: input devices, sensor lag, spatial sensors, system calibration, virtual environments

35 [A computer simulation of a dental articulator](#)

Judson Spencer, Michael K. Dever, Merle J. Jaarda, William H. Roedema, John G. Knapp

March 1978 ANSS '78: Proceedings of the 11th annual symposium on Simulation

Publisher: IEEE Press

Full text available:  [pdf\(860.66 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 2, Downloads (12 Months): 63, Citation Count: 0

The research described in this paper concerns a model of an articulator, which is itself a mechanical model of the human jaw. These devices have numerous adjustments which allow the user to simulate movement patterns recorded previously from a patient. ...

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